66h050" 2824e660

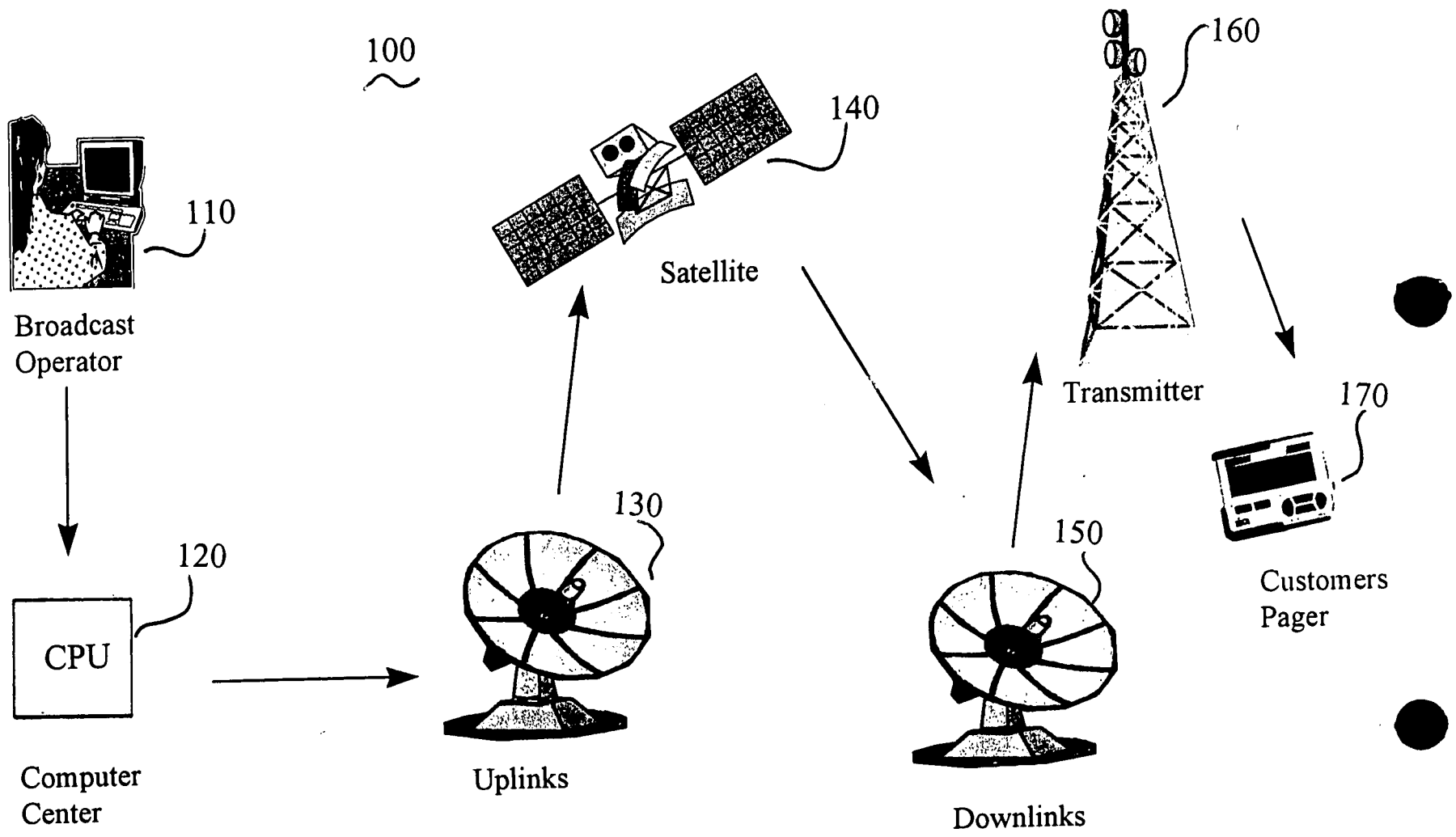

FIGURE 1

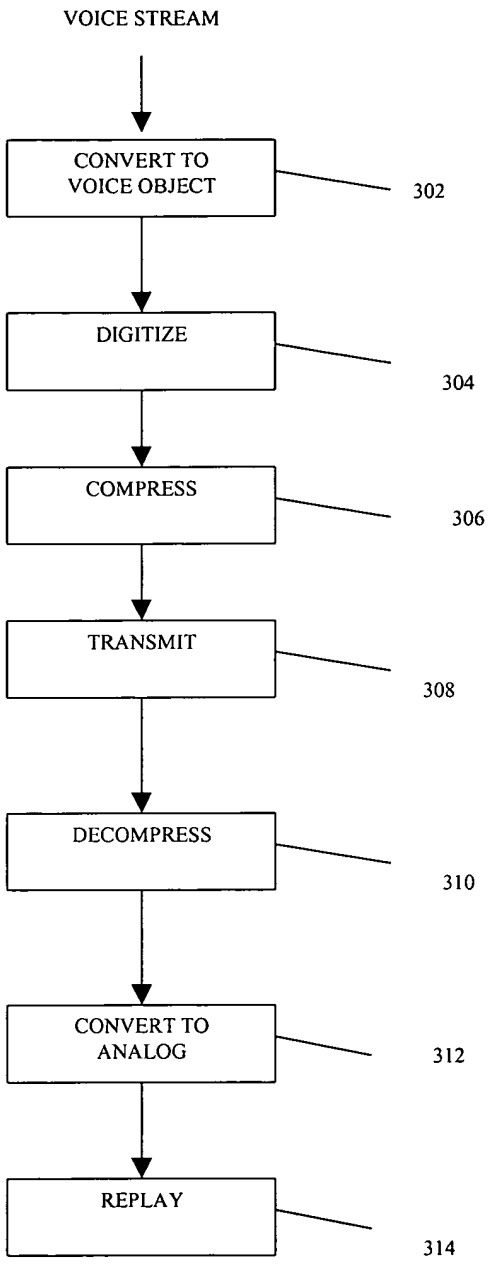
VOICE STREAM
300
CONVERT TO VOICE OBJECT
302
DIGITIZE
304
COMPRESS
306
TRANSMIT
308
DECOMPRESS
310
CONVERT TO ANALOG
312
REPLAY
314

Figure 3

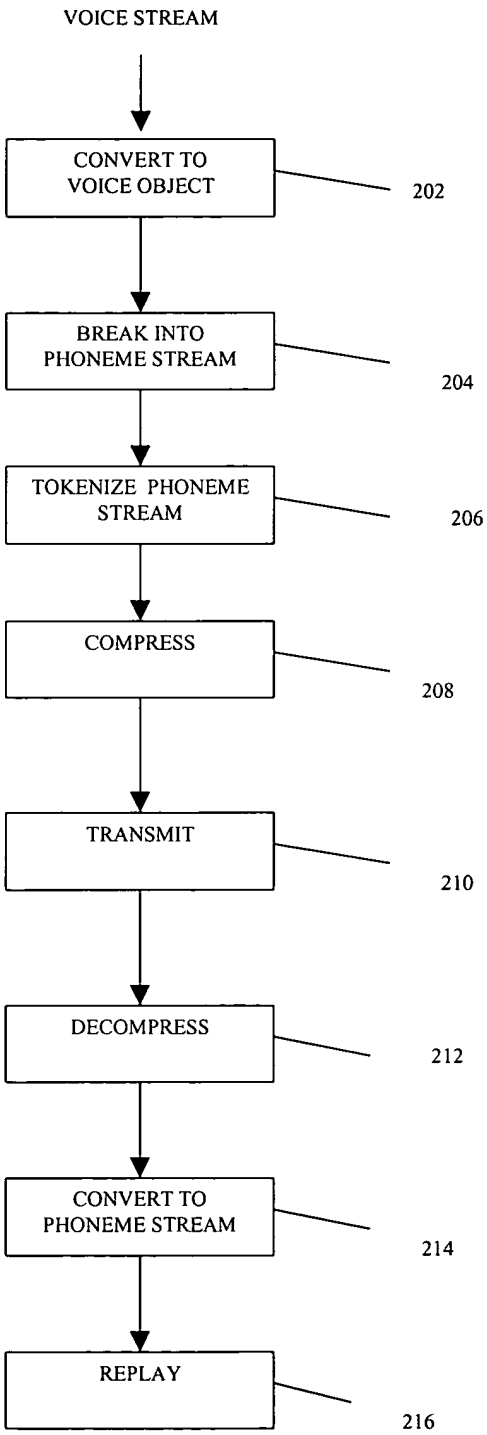
VOICE STREAM
200
CONVERT TO VOICE OBJECT
202
BREAK INTO PHONEME STREAM
204
TOKENIZE PHONEME STREAM
206
COMPRESS
208
TRANSMIT
210
DECOMPRESS
212
CONVERT TO PHONEME STREAM
214
REPLAY
216

Figure 2

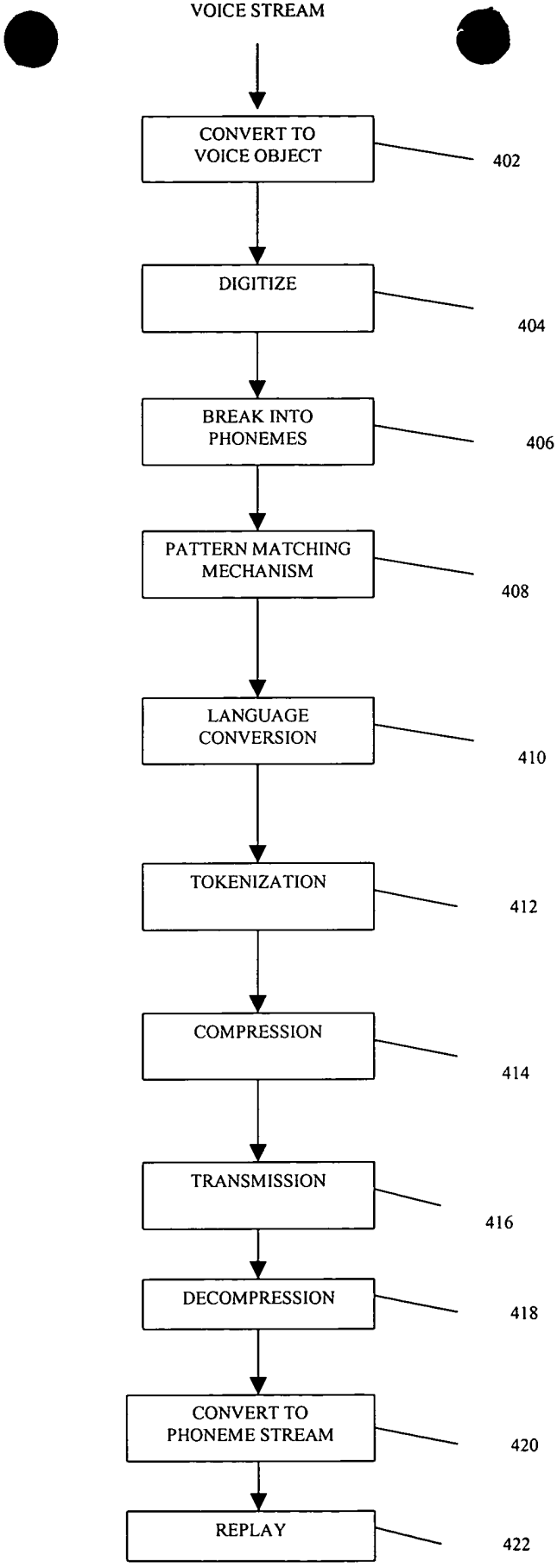
VOICE STREAM
400
CONVERT TO VOICE OBJECT
402
DIGITIZE
404
BREAK INTO PHONEMES
406
PATTERN MATCHING MECHANISM
408
LANGUAGE CONVERSION
410
TOKENIZATION
412
COMPRESSION
414
TRANSMISSION
416
DECOMPRESSION
418
CONVERT TO PHONEME STREAM
420
REPLAY
422

Figure 4